

This is a list of common questions that have been asked about the Wayland Games purchase of WWX. Wayland Games replies will be below each question.

This version was created on 24th October 2016 V 0.1

FAQ.

Q. Wayland Games?

A. Wayland Games is Europe's largest independent hobby retailer, we have been in operation just over 8 years. However the game will be published under a new trading name called Warcradle Studios. [www.warcradle.com](http://www.warcradle.com) is the address for the new studio.

Q. Where will we be able to interact with the WWX community?

A. You will be able to continue to enjoy interacting with fans of WWX in all the same places as now, the forums, websites and facebook pages are all part of the transfer. Also there is the great fan resource, The Dark Council, on Facebook which is also a great place to interact with other WWX fans.

Q. When will products be available again?

A. We are moving assembly to the UK and as you can imagine it is a big task, but preparations have been underway for some time and the bulk of the items are now in a container on their way to the UK. So in about 4 weeks time (end of November 2016) we should be preparing our first products in the UK. There are some items that require a longer lead time but we hope to have filled almost all gaps in availability before Christmas. We also have a broad range of products shipping by air that will hopefully mean we have ample stocks to cover short term needs before the containers arrive.

Q. What about cards for the models?

A. We see this question asked a lot and we can understand the desire from the community for physical cards. We also understand the complex logistics and economics of including pre-packed cards in blisters and boxes, as it is very easy for them to be out of date and making changes can be quite difficult for retailers to sort out. We have been thinking about a solution and will be able to confirm plans shortly.

Q. What will happen to the setting?

A. Good question, wait and see. We love wild west and the unique style of the Wild West Exodus setting, so will be sure to maintain the flavour and feeling of the original. There will of course be changes as we build on the game but nothing that will feel out of place or cheapen the fantastic brand. You will see some examples of this soon.

Q. Will there be a second edition?

A. Yes, a second edition is one of first major projects. We do not wish to compromise on the quality and so will not be committing to a release date until we are confident it will be met. All miniatures will still have a place in the game in the second edition.

Q. Will you be releasing faction books?

A. Yes, it is our intention to launch faction books for the second edition of the game.

Q. Will there be more plastics?

A. Yes there will, we are already in discussions with our plastics manufacturer to order new plastic tooling. We are looking at producing at least 6 to 10 new plastic tools in 2017, maybe more should concepts and sculpts be turned around rapidly. Once we have a better understanding of the manufacturing pipeline we are looking to produce 12 to 20 tools a year. Obviously this might change. Plastics will be a mix of new products and some products moved from resin to plastic. We are working with our partners in China to make sure our ability to meet these ambitious manufacturing goals are met and even exceeded.

Q. Will there be new resin products?

A. Almost certainly there will be new resin products, but we are keen to take advantage of the additional modelling opportunities that plastic miniatures can bring to the game.

Q. What will happen to pricing?

A. In the vast majority of cases the prices will be decreasing, some significantly. There are some products that we feel are too expensive currently but are also very expensive to manufacture and one of the many tasks over the coming months we will work with our partners to see if the weights and costs can be reduced to make them more easily accessible.

Q. Will you ever launch and run a Kickstarter?

A. Never say never, but a Kickstarter is not part of our current plans. If we ever did, it would only be for launching something that would not alienate our retail partners.

Q. Will there be an app as a companion to the game?

A. We love idea of this, however we do not want to use an app just for the sake of it as a gimmick. An app has to add enjoyment or take away some frustration of mundane effort from the players. It is likely this will only be on our roadmap for a second edition of the game.

Q. Why have you purchased WWX?

A. Our Managing Director, Richard, has been fan of westerns since he was a small child. His interest in the West has never wavered and so when the chance was offered to pursue this he leapt at the chance. Others within the team at Wayland are equally enthusiastic. We were the first major retailer to back the product and stock it and even then it was clear to us that this is something special.

Q. Will you still ship worldwide?

A. Absolutely, We already ship many thousands of packages a week globally.

Q. Will you support other independent stores?

A. Yes, even though we are primarily an internet retailer we will support stores of all types stocking the WWX range. We also want to use our experience of being a retailer to better shape and support our offering to stores. As an example (but not a very glamorous one), detailed product information for all products will soon be available including images, dimensions and descriptions. We want to make it as easy for our retail partners to sell as possible, be that in 'bricks and mortar' stores with epos systems or with webstores and marketplaces listing products online. We also have something else up our sleeves to support independent stockists but we will announce that at a later time.

Q. Will you look to get the game into distribution channels?

A. Yes, some tentative conversations have already taken place.

Q. Will you translate WWX into other languages?

A. Yes, our intention with the second edition will be to have it available in multiple languages at launch.

Q. Are you looking for retail or creative partners?

A. We are always open to working with others.

Q. Will you look at structured and competitive play?

A. Yes, we intend to make competitive play a significant part of our vision. You will of course be able to play the game narratively or casually for an equally enjoyable experience.

Q. What will happen to the Deputies scheme?

We are looking at relaunching it in the coming weeks.

Q. When will you show us any of the new products that are coming?

A. Not today but we will be in the forthcoming weeks.

Q. Are there any other changes planned?

A. Yes lots and we hope you love them.

Q. Will you listen to and engage with the community?

A. Yes. We see the community as a critical part of the success of this game and we will listen.

Q. Will there be more novels, graphic novels or comics?

A. We are looking at this at the moment, we feel strongly that the narrative support of games is really important and a fun hobby in its own right.

Q. Will Warcradle Studios publish more games?

A. Over time, yes. But our primary focus for the next couple of years must be WWX.

Q. What should existing stockists or stores wishing to stock the product do to obtain stock?

A. Shortly we will be contacting you. Contact information will be on the new website which should be live in the next few days.